

**TAKE ON A FAMILIAR FACE WITH
NINTENDO'S ADVANCED DUAL SCREEN
VIDEO GAME SYSTEM**

Nintendo



The VR SYSTEM™

is out to change the face of video game play. And it's doing it head-on with *interactive, dual screen* monitors.

Now players can simultaneously view the action from their own vantage on their own screen. So the look, the feel and the challenge are as close to real competition as you can get. And only Nintendo has it!

BUILD YOUR OWN LIBRARY OF INTERACTIVE GAMES

Nintendo

Head-to-head competition comes to life on Nintendo's interactive dual screen game system. Choose your form of challenge from the growing collection of interchangeable games shown here. Each offers the best in live action excitement and multiple player interaction.



A player can challenge the computer or another opponent in singles play.

Four players can join in a game of doubles or two can take on the computer team.

Memo cards tell the stats with points being scored just like in real tennis.



Up to four players control the position at the plate and the timing of the swing.

In the field, the player controls the speed and direction of the throw. And the defensive play of the ball.

The roar of the crowd adds to the excitement as a home run scores big.



Mario and Luigi attempt to knock down the building wall-by-wall.

As play continues, the demolition job gets harder with more obstacles and stronger walls.

A bonus screen lets a player earn extra points if he's the first to find the hidden coin.



Players try to stay aloft while knocking out their opponent's balloons.

Adventures in the air and hungry fish below test a player's strategy and skill.

By popping the pin balloons, a player can add bonus points to his score.

Nintendo of America Inc.
P.O. Box 967, Redmond, WA 98052
(206) 882-2940

©1994 Nintendo of America Inc.
Printed in U.S.A.